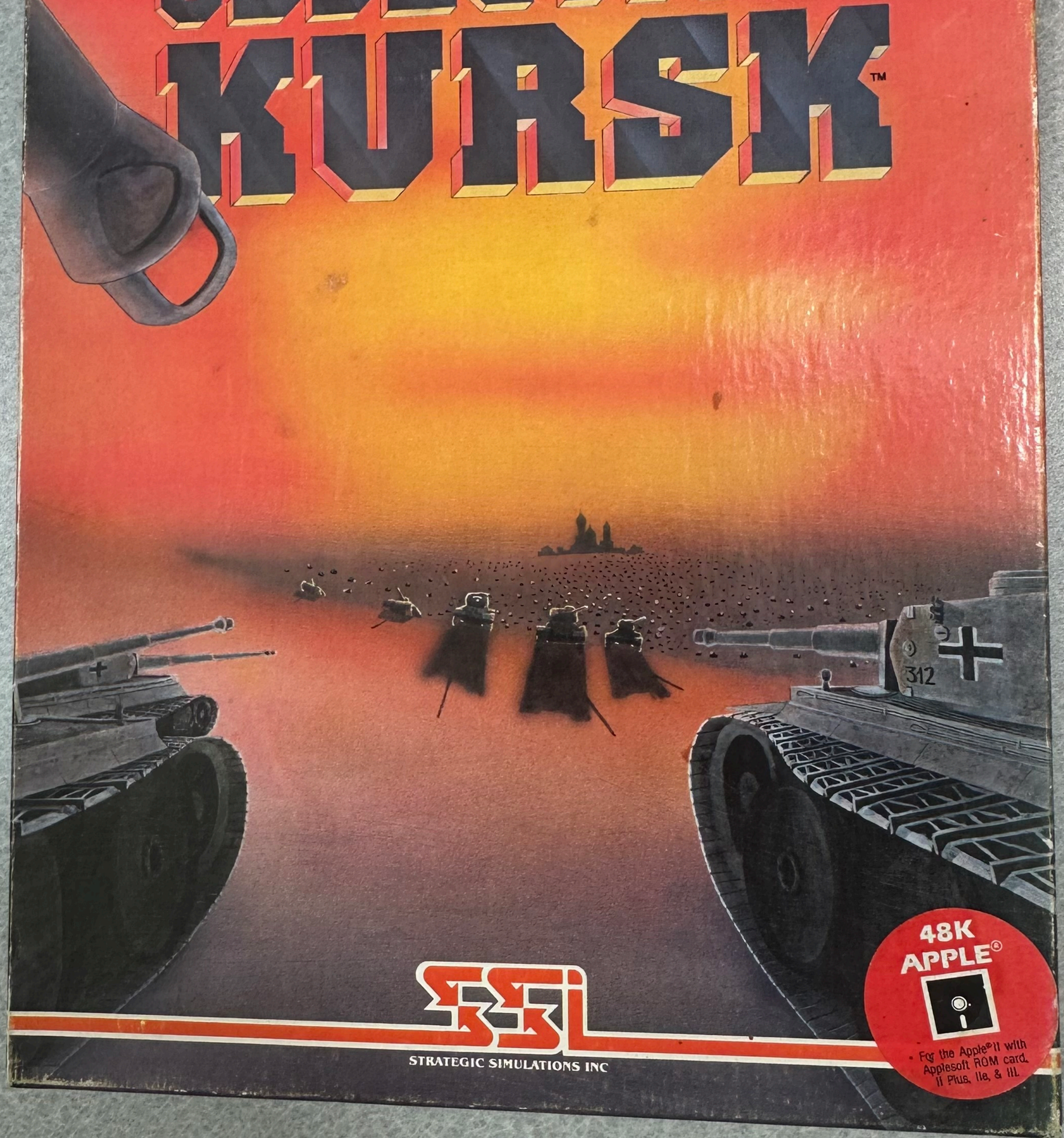
A GRAND-TACTICAL GAME OF THE WWII TANK BATTLE IN RUSSIA

OBJECTIVE: KURSK™



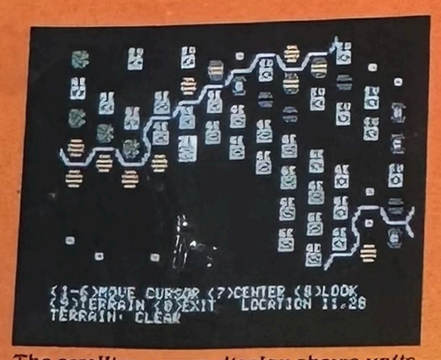
SSI

STRATEGIC SIMULATIONS INC

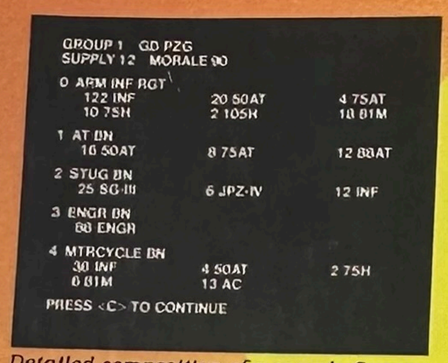
48K APPLE®

- For the Apple® II with Applesoft ROM card. II Plus, IIe, & IIL

THE LARGEST TANK BATTLE OF WORLD WAR II RE-CREATED DOWN TO EVERY TANK, EVERY GUN, AND EVERY INFANTRYMAN!



The scrolling screen display shows units and terrain in Hi-Res color graphics.


GROUP 1 GD PZG
SUPPLY 12 MORALE 90
0 ARM INF RGT
122 INF 20 50AT 4 75AT
10 75H 2 105H 18 81M
1 AT BN
16 50AT 8 75AT 12 88AT
2 STUG BN
25 SG-III 6 JPZ-IV 12 INF
3 ENGR BN
88 ENGR
4 MTRCYCLE BN
30 INF 4 50AT 2 75H
6 81M 13 AC
PRESS <C> TO CONTINUE

Detailed composition of a sample German group that makes up part of a division.

THE HISTORY:

In the summer of 1943, Hitler launched Operation Citadel, the massive north-south pincer assault against the Kursk salient. The Russians, alerted by their intelligence network, were well prepared for the attack. The battle that followed was to be the largest tank battle of World War II.

Germany's IX Army, responsible for the northern strike, advanced only six miles and was immediately repulsed.

The IV Panzer Army, attacking from the south, was more successful. Before being defeated, it was able to penetrate 25 miles to the town of Prokhorovka, just 50 miles short of Kursk.

OBJECTIVE: KURSK™ is the grand-tactical simulation of this southern conflict.

THE GAME:

Consider its scope: 12 Panzer and Panzer Grenadier divisions and 9 Soviet armored and mechanized infantry corps — a sum total of more than 4000 tanks! It is the first computer game ever to resolve such a massive battle down to every tank, every gun, every infantryman!

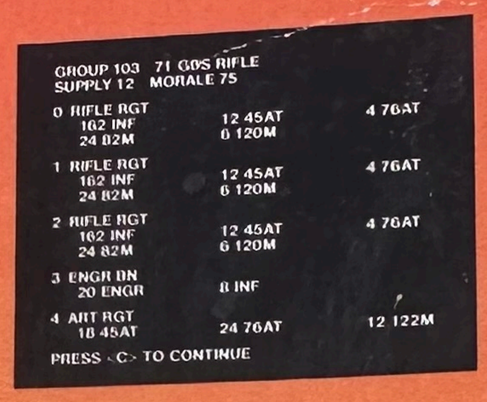
How did we do it? By harnessing the power of the computer to its fullest. Our sophisticated program takes care of all the number crunching and administrative headaches so you won't have to. Not only is a game of such detail and scale practical, it is also fun and fast!

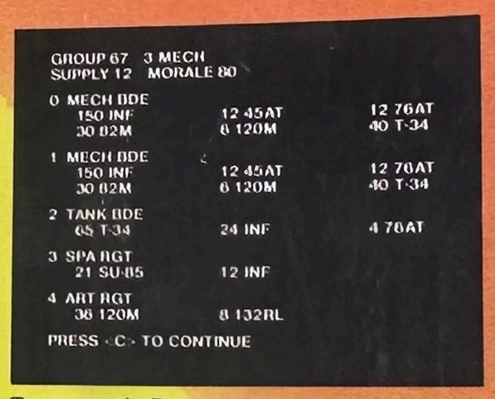
Starting early in July 1943, this game gives the Germans 11 days to take their objective: Kursk. As in the real battle, the task is anything but easy. If you're playing the Germans, your advance will be impeded by the endless minefields that your engineers must clear. Then, there is the rain — the frequent, awful downpour that turns the Russian countryside into paralyzing gullies.

All this before you even worry about the 2000 T-34 and KV-1 tanks of the Russian Army waiting for you!

Your only advantages are the superior morale of your troops and the fact that you move first. But perhaps, these two factors — coupled with your skill and cunning — will be enough to change the historical outcome of the Battle of Kursk.

This advanced two-player game also allows for solitaire play, where the computer directs the Soviet forces.


GROUP 103 71 GDS RIFLE
SUPPLY 12 MORALE 75
0 RIFLE RGT
162 INF 12 45AT 4 76AT
24 82M 6 120M
1 RIFLE RGT
162 INF 12 45AT 4 76AT
24 82M 6 120M
2 RIFLE RGT
162 INF 12 45AT 4 76AT
24 82M 6 120M
3 ENGR BN
20 ENGR 8 INF
4 ART RGT
18 45AT 24 76AT 12 122M
PRESS <C> TO CONTINUE


GROUP 67 3 MECH
SUPPLY 12 MORALE 80
0 MECH BDE
150 INF 12 45AT 12 76AT
30 82M 6 120M 40 T-34
1 MECH BDE
150 INF 12 45AT 12 76AT
30 82M 6 120M 40 T-34
2 TANK BDE
65 T-34 24 INF 4 76AT
3 SPA RGT
21 SU-85 12 INF
4 ART RGT
36 120M 8 132RL
PRESS <C> TO CONTINUE

Two sample Russian groups.

Screen displays are from the APPLE® Screen displays from other computer(s) may vary.

APPLE is a registered trademark of Apple Computer

OBJECTIVE: KURSK

SSI

STRATEGIC SIMULATIONS INC

48K APPLE®

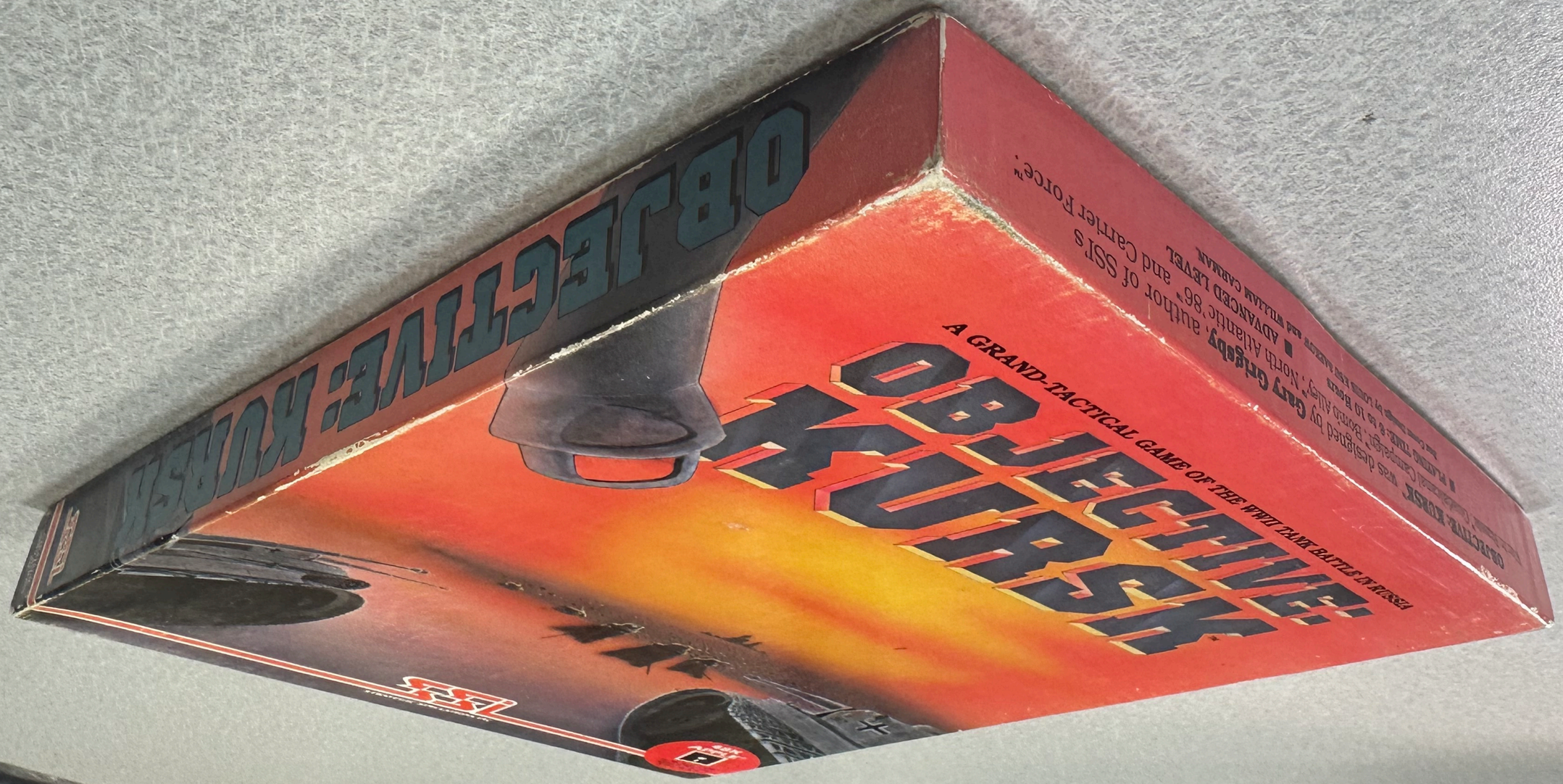
- For the Apple II with Applesoft ROM card, II Plus, IIe, & IIc

- Over 30 different weapon systems rated for both attack and defense. Tank types include the infamous Panther and Tiger tanks, as well as the Russian T-34 and KV-1.
- Two-player and computer-as-Russian scenarios.
- Ability to save a game for later play.

OBJECTIVE: KURSK

SSI

STRATEGIC SIMULATIONS INC


OBJECTIVE: KURSK
A GRAND-TACTICAL GAME OF THE WWII TANK BATTLES IN RUSSIA
OBJECTIVE: KURSK
SSI

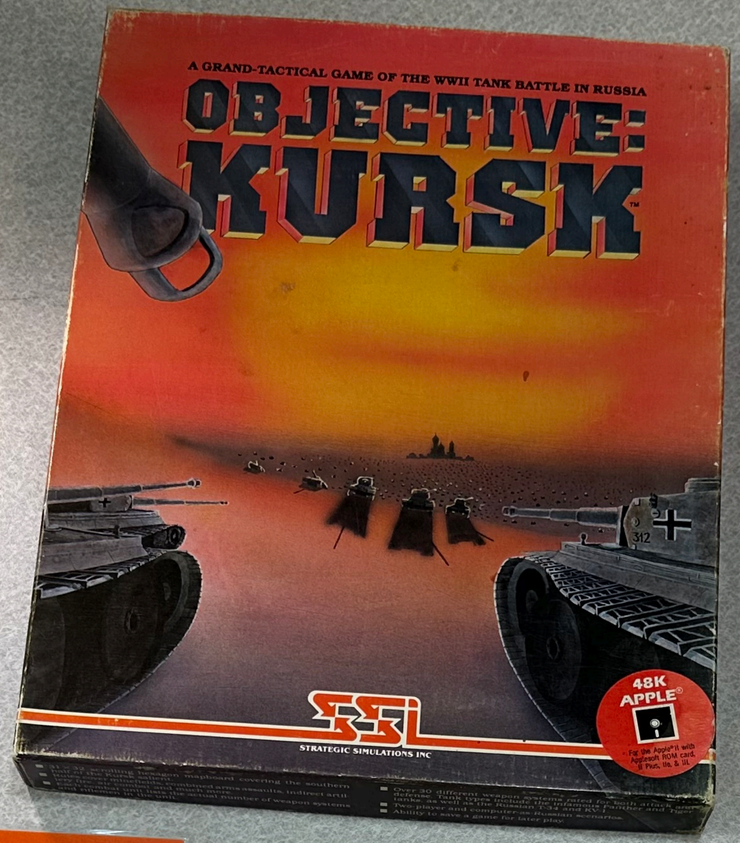
KURSK
THE LARGEST TANK BATTLE OF WORLD WAR II
RE-CREATED DOWN TO EVERY TANK, EVERY GUN,
AND EVERY INFANTRYMAN!
■ 31 × 32 scrolling hexagon mapboard covering the southern half of the Kursk salient.
■ Rules cover minefields, combined arms assaults, indirect artillery fire, air combat and much more.
■ Each combat unit lists the actual number of weapon systems and riflemen in the unit.
■ Over 30 different weapons systems found in the German defense. Tank types include the Panzer I, II, III, IV, Tiger, Panther, as well as the Russian T-34 and KV-1 tanks, as well as the Russian armor.
■ Two-player and computer-as-Russian versions.
■ Ability to save a game for later play.

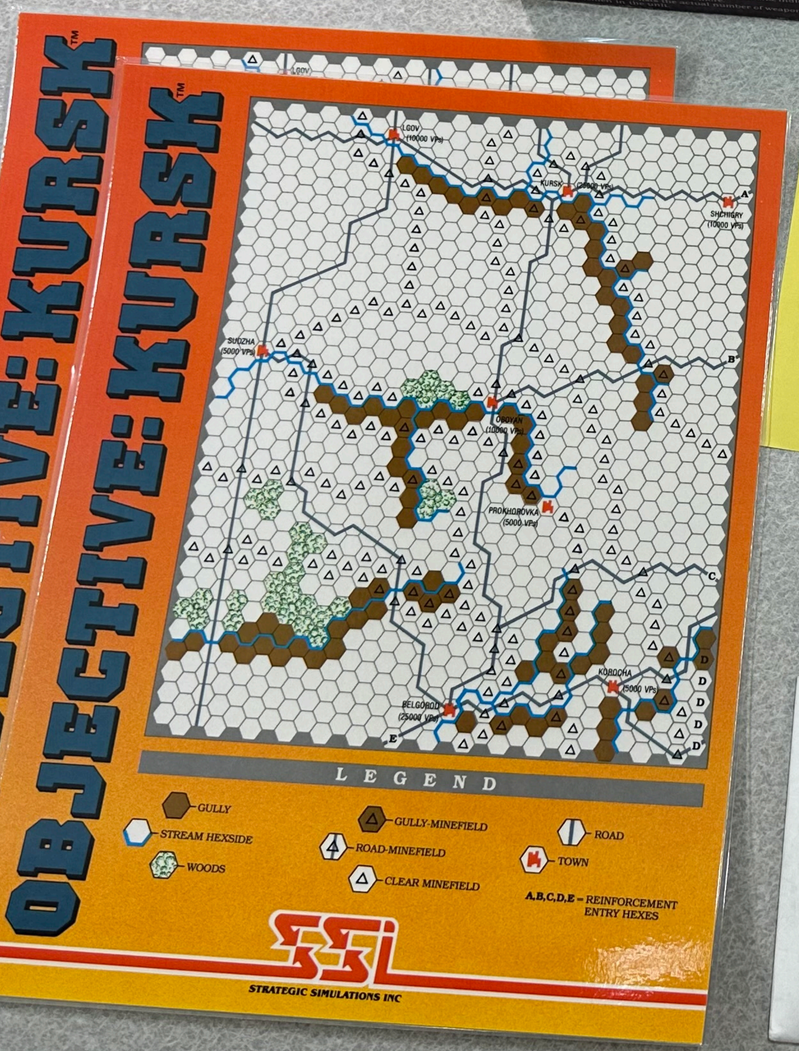
KURSK

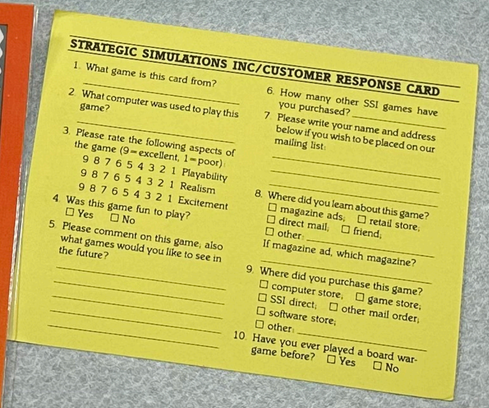
THE LARGEST TANK BATTLE OF WORLD WAR II
RE-CREATED DOWN TO EVERY TANK, EVERY GUN,
AND EVERY INFANTRYMAN!

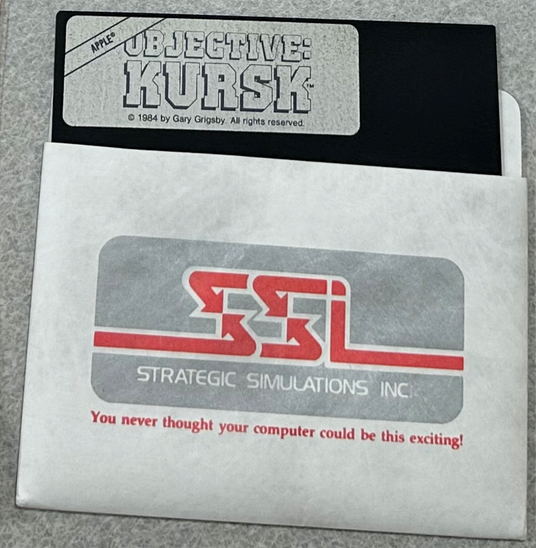
OBJECTIVE: KURSK
War in Russia's Guadalcanal Campaign

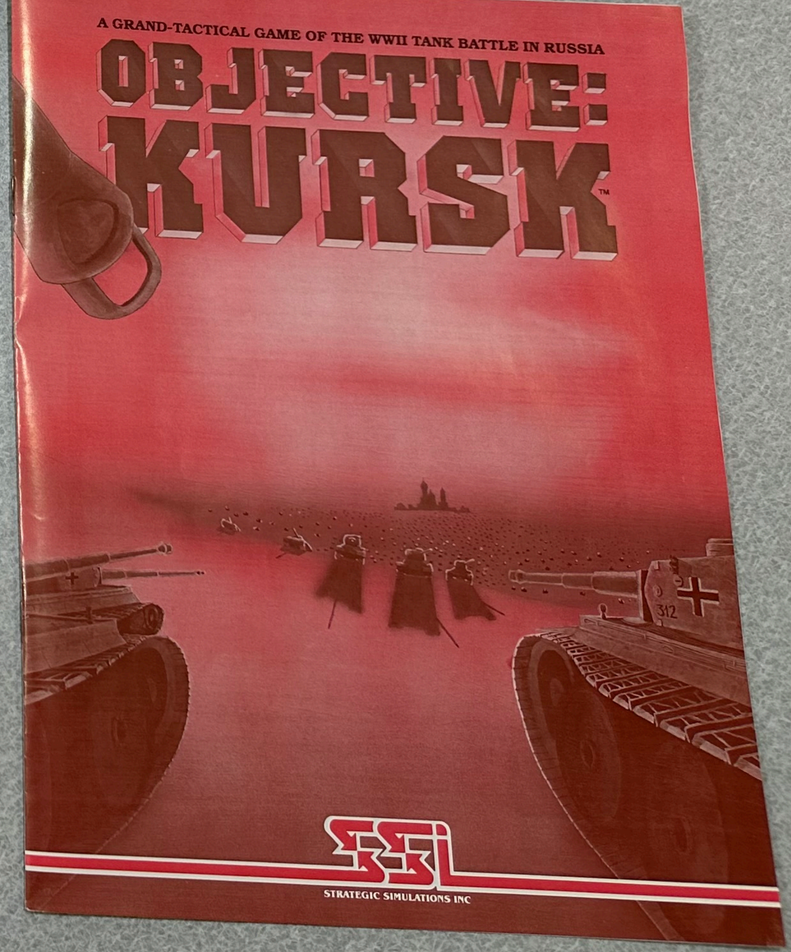
PLAYING TIMES: 6 to 10 Hours
Box Cover Design by LOUIS RIBO GARRON


A GRAND-TACTICAL GAME OF THE WWII TANK BATTLE IN RUSSIA
OBJECTIVE: KURSK™
48K APPLE®
For the Apple®II with Applesoft ROM card. II Plus, IIe, & IIc.
SSI
STRATEGIC SIMULATIONS INC


OBJECTIVE: KURSK™
OBJECTIVE: KURSK™
LEGEND
GULLY
STREAM HEXSIDE
WOODS
GULLY-MINEFIELD
ROAD-MINEFIELD
CLEAR MINEFIELD
ROAD
TOWN
A,B,C,D,E = REINFORCEMENT ENTRY HEXES
SUDZHA (5000 VPs)
PROKHOROVKA (5000 VPs)
KOROCHA (5000 VPs)
BELGOROD (25000 VPs)
SHCHIGRY (10000 VPs)
STRATEGIC SIMULATIONS INC


STRATEGIC SIMULATIONS INC/CUSTOMER RESPONSE CARD
1. What game is this card from?
2. What computer was used to play this game?
3. Please rate the following aspects of the game (9 = excellent, 1 = poor):
9 8 7 6 5 4 3 2 1 Playability
9 8 7 6 5 4 3 2 1 Realism
9 8 7 6 5 4 3 2 1 Excitement
4. Was this game fun to play? ☐ Yes ☐ No
5. Please comment on this game, also what games would you like to see in the future?
6. How many other SSI games have you purchased?
7. Please write your name and address below if you wish to be placed on our mailing list.
8. Where did you learn about this game? ☐ magazine ads, ☐ retail store, ☐ direct mail, ☐ friend, ☐ other. If magazine ad, which magazine?
9. Where did you purchase this game? ☐ computer store, ☐ game store, ☐ SSI direct, ☐ other mail order, ☐ software store, ☐ other.
10. Have you ever played a board wargame before? ☐ Yes ☐ No


APPLE®
OBJECTIVE: KURSK™
© 1984 by Gary Grigsby. All rights reserved.
SSI
STRATEGIC SIMULATIONS INC
You never thought your computer could be this exciting!


A GRAND-TACTICAL GAME OF THE WWII TANK BATTLE IN RUSSIA
OBJECTIVE: KURSK™
SSI
STRATEGIC SIMULATIONS INC

9 8 7 6 5 4 3 2 1 Excitement

4. Was this game fun to play?
☐ Yes ☐ No

5. Please comment on this game; also what games would you like to see in the future?

_____
_____
_____
_____
_____

☐ direct mail; ☐ friend;
☐ other: _____

If magazine ad, which magazine?

_____

9. Where did you purchase this game?
☐ computer store; ☐ game store;
☐ SSI direct; ☐ other mail order;
☐ software store;
☐ other: _____

10. Have you ever played a board wargame before? ☐ Yes ☐ No

APPLE®

OBJECTIVE: KURSK™

© 1984 by Gary Grigsby. All rights reserved.

SSI

STRATEGIC SIMULATIONS INC